

MM

MURD'RING

MINISTERS

Issue #8-49

July 1982

STUFF

MURD'RING MINISTERS is a game/line dedicated to the play of postal DIPLOMACY, a game invented by Allan Calhoun and owned by the Avalon Hill Game Co. (You know, those guys that started putting the chipmunk TUDs in the DIP games). **MM** is published monthly utilizing 4 week deadlines. The subscription rate is 12/\$5.50; 50¢ each if purchased in increments smaller than 12. **MM** is published by that little old gamemaster, Ron Brown, 1528 El Sereno Pl., Bakersfield, CA 93304 - Phone is (805) 834-8409.

Some interesting items of news lately in the hobby these days it seems. The biggest DIPLOMACY weekend of the year is coming up real soon. I am referring to DIPCON being held in conjunction with ORIGINS in Baltimore MD this year. I know that several (many?) of you **MM** subbers will be attending, so how about one of you writing a ConReport for me. Any pictures would be nice if some kindhearted soul would like to have their photo(s) published here. Let me know. And all of you attendees - have fun!

Speaking of DipCon, there may be some fireworks there this summer even though the 4th is well passed. As most of you have probably heard by now, the Leeder Poll which was scheduled to be completed at the end of June has been extended to July 31. If you haven't yet voted, you may still just have time by the time you read this if you hurry. Give a score of 1-10 to each zine you have received during the past year and do likewise for each gamemaster you have played under, with 1 low and 10 high. Send your vote to John Leeder, 605 15th St. NW, Calgary, Alberta CANADA T2N 2B1. So what's the big deal about the fireworks? Well, the reason the Poll is being extended is so that it can be given first exclusive publishing rights to **DIPLOMACY WORLD**, Rod Walker's baby. Several notable hobby personalities have been very outspoken against this, feeling that a hobby-wide Poll should be made available to any publisher just as soon as the results are in. Some comments on this from . . . Gary Coughlan (**EUROPA EXPRESS**): "It is wrong to delay the Leeder Poll deadline and it is wrong to withhold the Leeder Poll results just so **DIPLOMACY WORLD** can be the first zine to publish the results . . . This poll is publicized by the entire hobby and the results of this poll should be made available, as soon as possible, to the entire hobby."

Kathy Byrne (**KATHY'S KORNER** in **WHITESTONIA**): "So I will become one of the first to say that I totally agree with Gary, and something should be done about this form of discrimination."

Al Pearson (**JUST AMONG FRIENDS**): Well, it is Leeder's poll so he can do anything with it he wants. He can give **DIP WORLD** the exclusive if he wants. But then again, I don't have to urge people to vote in this hobby-wide, general service to the hobby poll. Let Leeder run his poll like he wants. I don't hold Leeder responsible for

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MORE STUFF (Con'd)

this (what I consider) 'broach of faith' with the other hobby publishers; I blame Rod Walker for it."

Bruce Linsey (VOICE OF DOOM): "I will go on record as agreeing with you ((Bob Osuch)) and Gary concerning the publication of the Poll results, too. In my opinion, since this is a hobby-wide poll, the results should be available to all zines equally."

The only publisher I've heard from who defends this action is . . .

Mark Berch (DIPLOMACY DIGEST): "Apparently, Gary deesn't feel that just because you do all the work of collating, calculating, etc., you have the right to decide where the results will appear first. . . The person who does the donkey-work, in my opinion, has the right to choose the zine where the results will first appear."

Personally, I don't blame Rod Walker for trying (and succeeding) to arrange to be the first publication giving out the Leeder Poll results. Hell, that's quite a swindle. If I could arrange to have them printed in MM exclusively first, I'd do it. However, the main sore spot with everybody is that by acquiring these exclusive publishing rights to the Poll, Rod is forcing the results announcement to conform to DW's publishing schedule instead of the other way around. In other words, if anyone gets to publish them before anyone else, they should be prepared to publish them as soon as possible after receiving them. If the DW with the Poll results arrived a few days after they were available, I doubt that anyone would really mind. But by acquiring this exclusive publishing right, Rod has (perhaps unknowingly?) caused what is sure to be a 2-3 month delay in all of us receiving the results. Any comments?

Allan Calhamer has a new game for sale: NATIONAL PASTIME. Calhamer calls this new baseball game "the Chess of Table Top Baseball Games". It is available from Outpost, 501 N. Stone, La Grange Park, IL 60525 for \$5.00 plus \$1.00 postage. Being a long-time APDA baseball fan myself, I may just look into this one! Anyone order this game yet and can tell us more?

I have it from a reliable source that Glenn Overby has folded his zine JIHAD. I've never seen the zine but have heard that it was quite good. Sorry to hear about its demise. As there were quite a few games running in its pages, there will be a lot of orphan games available should any of you wish to try your hand at gamemastering any of these to completion. Contact Kathy Byrne who is co-chairman (chairperson?) of the U.S. Orphan Service at 160-02 43rd Ave., 2nd Floor, Flushing, NY 11358.

Congratulations are in order for the following MM subscribers who have won DIP games recently:

Ben Schilling - Austria - URE DUREAL 76IC
 Dan Stafford - Austria - LE FRONT 78KJ & England - LE FRONT 80AH
 Don Swartz - France - ETHAIN MACHA 80O
 Kathy Byrne - Italy - RETAIATION 80AF & Russia - IRKSOME 81R
 Dave Grabar - Italy - WHITESTONIA (yay! Dave! We knew you could do it!) 80AC
 Bob Sergeant - Russia - LONE STAR DIPLOMAT 80IZ
 Al Pearson - Russia - FIELD OF FIRE 80LL

Voting is now open for the "Eminent Awards". These awards do not duplicate the Leeder Poll, but instead are modelled after Britain's "Gladys Awards". There are 11 categories in which you can cast your ballot. Votes are tabulated in the following manner: the recipient with the highest number of votes receives the award -- plain and simple. The 2nd and 3rd place finishors in all x categories will be given mention also. The categories are:

- 1 - The Best Zine, the one zine that you think is the best of all the rest;
- 2 - The Best GM, the one GM who you feel is superior;
- 3 - The Best New Zine, the best of the 1982 crop of new zines;
- 4 - The Best Improved Zine, which zine has improved the most
- 5 - The Best Zine for "DIPLOMACY", which zine is the best for DIP games;

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STILL MORE STUFF

- 6 - The Best Zine For Games, the best zine for other games;
- 7 - The Best Variant Game, what is the best variant;
- 8 - The Best Zine For Hobby News;
- 9 - The Best Looking Zine, which has the best graphics and pixes;
- 10 - The Best Letter Column;
- 11 - The Eminent Award For Distinguished Service, which person has done the most and the best in helpint to improve the Hobby.

The voting deadline is Saturday, September 4th, 1982. Please vote for only one recipient in each category. Mail your ballot to Mike Mills, 26 Laurel Rd., Sloatsburgh, NY 10974.

Peter J. Gaughan, 12024 Penford Drive, La Mirada, CA 90638 is starting up a new zine, PERELANDRA (Shades of C.S. Lewis!). A 10 issue subscription will cost you only \$5.00. Games of Regular DIPLOMACY are now open for a \$1.00 gamefee and a \$1.00 NMR deposit. Write to Pete at the above address for a sample.

DRAGON AND THE LAMB, Steve Melendon's fine zine has folded and transferred its games to Bob Sergeant's SAINT GEORGE AND THE DRAGON. Steve works for NASA and will be facing increased work time now that Reagan has decided the Space Program is worthwhile after all. (Someone must have pointed out to him that an orbiting space station would make a great strategic weapon - better than even some new ICBMs). Anyway, sad to hear that Steve will be no longer publishing but glad to point out the smoothness with which he folded -- and with Class! Best to Steve and good luck to Bob with those 4 new games!

Most of you have heard of the "Miller Numbers". They are the identifying numbers for DIP variants just as the Boardman Numbers are for games of Regular DIP. From Fred Davis' BUSHWACKER comes the announcement of the death of Don Miller from whom the Numbers receive their name. Don died from cancer in May 1982. Our most sincere condolences to his widow and two grown children.

Last issue I mentioned that another fake DIPLOMACY DIGEST had been received by the title DIPLOMACY DEGRESS. In the latest DD (the real one) Mark Berch states he's received a letter from Steve "Woody" Arnewoodian claiming Woody, Kathy Byrne, and Mark Larzelere did the fake issue. Of course, I know who really did it. Well, Mark, I expect you to give credit where it is due in your next issue. The proof of whodid it is enclosed for Mark to see so he'll not be deceived any longer. Right, Mark?

From Gary Coughlan comes the information that this year's "Marco Poll" conducted by Mark Larzelere (APPALLING CREEK) will be held in November. In the MP, you list your top five zines in order. I'll keep you informed a bit later in case you'd like to participate!

Last issue I plugged what I thought was a sample issue of POLITBURO, a new zine by John Pack. But hold everything! It was apparently a fake. It was done by John and if you would like to receive a copy all you have to do is request one from John R. Pack, 240 Kimberly Lane, Los Alamos, NM 87544 and he'll send you one. DON'T send him any money though as he is not really publishing a zine by that name at this time; just this one "special" issue.

Summertime, sweet, sweet summertime is here. We're even having a very mild summer, temperature-wise. It's only been up to 105° F. a couple of times so far - really amazing. Char has decided it's time for me to do some remodeling projects around here that I've had no time for so we've been very busy painting rooms, wallpapering, etc. The ol' homestead will really look much nicer by the time we're done. Well, I see I've about ran out of room so go on to the next page and see what folks have to say in . . .

READERS' RHETORICAL REPLIES

((from Jim Williams))

Dear Ron,

Enclosed are my 1981AP orders and a check for my 25-sub. I didn't realize that I was almost out of issues here. MM is still one of the best bargains in the hobby.

Gusss what happened to me on June 18th? (2 days before Father's Day) You gussed it! Marti delivered a 5 lb. 5 oz. baby girl that we've named Krystal Nicole. The doc said that she was a month early, but I don't think it was that much.

At any rate, she's/was very small but very healthy. It's a good thing that I'm only in 2 games though because I've fallen behind as it is. A baby around the house does change things a bit.

That's about all I have time for now.

Take care, Jim

((Congratulations on Baby Krystal!! Yess, babies in the house really do change things a lot. Enjoy her while she's so small because they sure get big in a hurry. I can hardly believe how they just seem to grow right before your eyes. I'm really glad to hear that mother, baby, and daddy are all doing fine! Thanks for writing and letting us share in your happiness. And thanks for the kind words. - RB))

((from Marc Arrigo (who is stomping me in our MACH game)))

Dear Ron:

Sorry I have not been in touch lately but, between law school finals and game delays I have not been specially motivated to pick up a pen. The only exception to this sense of ennui, when it comes to writing, revolves about game press, as Machiavelli No. 51 should demonstrate. For some unexplained, probably juvenile reason I enjoy writing game press as much as, if not more than, playing a game.

Since my last letter, things generally have been going well for me. I landed a job as a law clerk for a solo practitioner in Philadelphia. The attorney's office is located on the tenth floor of an office building directly facing the entrance to Independence Hall, so I have a good view of the entire mall and the clippers in the harbor. As a holder of a B.S. in International Relations, it pains me to say it, but even the work is interesting and enjoyable. The only drawback is that, between the job, which will continue on a part-time basis during the academic year, legal services, and school, I will not be able to start any more DIPLOMACY or MACHIAVELLI games, as opposed to what I had earlier indicated. After playing against you I wanted to be in at least one game where you GM'd to see how things would go. Well, I will have to wait and see just how tight my schedule really is.

Best wishes,
Marc

((Thanks for writing; it was really nice hearing about some of the things you're up to these days. Right across from Independence Hall, eh? Clippers on the pay, huh? Too bad you don't work in a 10 story building here in Bakersfield. You could admire the oil pumps, derricks, and potato fields! It must be rough. Too bad about your heavy scheduling but you are probably smart to wait until things slow up some before getting into another game. You can always join one later! Writing press can indeed be one of the most fun things in a game. I've enjoyed your MACH No. 51 press a great deal - it's really helped bring it more to life for me. Keep it up! Thanks for writing. - RB))

((Don'd next pg.))

"My friends were poor but honest."

RRR (Con'd)

((from Pete Tamlyn))

Dear Ron,

Thanks for the continuing supply of MURD'RING MINISTERS and for your interest in the 'Nuke John Michalski' Campaign. I see that our friendly, neanderthal creep is whimpering about being mis-represented. He's right, of course, but if he is going to carry on insisting that European pacifists want to be defended by the US nuclear umbrella then what does he expect; 'tis all propaganda and if he mis-represents us then we'll do the same for him. Hell, up until the ludicrous 'Falklands War' most Europeans seemed to think that the USA was full of nice, peaceful anti-Vietnam campaigners who wouldn't dream of nuking anyone. The British now seem to think that you're all a bunch of Argi Sympathisers which makes things a little different but it does do an awful lot for the cause of disarmament to have rabid loonies like Michalski to hold up as an example of a typical warmonger. I hope that he carries on with his outrageous statements, they make marvellous ammunition.

If you don't mind, I think that I really ought to try to keep most of my comments on this topic for EUROPA EXPRESS as Gary has a much wider circulation in Europe than MM but I am delighted to see that other US 'zines are taking up the debate, and that you are not all queueing up to get your fingers on the red button.

While I'm here I might as well give you an entry for the SF quiz. Answers are as follows:

- 1/ Paul Atreides (or Atriedes, I never can remember how to spell it)
- 2/ Statue of Liberty
- 3/ Stanley Kubrick
- 4/ No idea
- 5/ Stranger In A Strange Land by Robert Heinlein.

I've never heard of the Star Maker but my boss, Martin, who is a leading member of British SF fandom, couldn't recall it either so I'm not feeling too embarrassed.

Also while I'm here, do you follow the games in ACOLYTE? I know that a lot of British editors don't follow game reports in their trades and it costs a large amount of money to post a whole ACOLYTE to the USA. I have quite a few subscribers who get a smaller issue with articles and letters only so it would be no trouble to me to send you one of those instead. If you do follow the games then I'm quite happy to send you the whole thing but I would like to expand my number of overseas trades and I can't really afford to do so if they all cost nearly £1 to post.

Finally I notice that you've been having some problems with rules for Tournament play of DIPLOMACY. We have the same problem with our National DIPLOMACY Tournament: there isn't time to finish a large number of games during a weekend so we have to have truncated games and a scoring system. If the players know that the game won't run to a finish then the natural course of play is perverted anyway so there would seem to be no extra harm involved in making the scoring system public. We just have to accept that Tournament DIPLOMACY is a different game to Postal DIPLOMACY (which is, in any case, different from face-to-face DIPLOMACY), adopt a set of rules, and expect players to play to them.

Best wishes,
Pete

((Hmmm, where to begin. Well, how about with your next-to-last paragraph? Yes, by all means send me the truncated issues and do expand your US trades. I have enjoyed your game reports and the "different" way you run your games than the conventional North American way, but now that I've seen them I can live without them. I really enjoy the letters, articles, and your comments on FRP games the most. Please continue to send them on! I don't mind at all that you reserve most of your comments for EE. After all, Gary has intended from its inception to be a forum for all of us to share our opinions with those of you overseas and vice

((Con'd next pg.))

RRR (Con'd)

versa. I do suppose that Gary has a wider circulation in Europe than MM! As for my European circulation: You're it!! Your answers for the SF Mini-Quiz are all correct. The answer to #4 is Olaf Stapledon. Perhaps his other classic, Last And First Men rings a bell? Look for the first real quiz later in this issue! Your comments about Tournament DIPLOMACY games are correct and I agree with them -- as far as they go. But, if you want to really enjoy a DIP tournament, try running one the way Jim Bumpas runs the annual DIP Tournament at Pacificon: all games run until completion; that is, they run until someone gains an 18 SC win or an unanimous draw is passed. How do you have the time for such a thing, you ask? Run your Tournament 24 hours a day non-stop until your last day of the convention. People have the opportunity to play DIP when it's convenient for them and can still manage to partake other events as well. It worked really well when I played in his Tourney last year. Now, if you can do this, you can also keep the scoring system a secret. Just play DIPLOMACY, have fun, enjoy yourself, and when it's all over the judge announces the winner. It's so simple. The biggest problem with this year's DipCon will be the limited time the players have to play DIP. Several notable DIP players have already told me that they plan not to even play in the Tournament so that they can play other games. It seems that if you play in the DIP Tourney, that's all you'll have time for. Oh well. I guess I've gone on enough about it. As for John Michalski, I'm sure he can and will speak for himself. In fact the next letter up is from none other. Thanks for writing, Pete, I appreciate hearing from you. Oh, one other thing. My good buddy Al Rodriguez will soon be in merry old England. I told him about THE LAMB and its approximate address from what I could glean from the pages of ACOLYTE and he is going to try and find you there sometime in August, around the 20th. I don't know how many Mexicans you've met before so if an Arab-looking guy walks up and starts talking to you in reasonably good English (with an American accent) it's pretty certain it's Alfred. In fact, Al said that when he arrived in Egypt (his first stop) an Egyptian soldier greeted him and said, "Welcome home!" and he received several comments from the natives about how good his English was! Pretty funny. Anyhow, watch for him. Bye! - RB))

((from John Michalski))

I am glad to see Pudge Olsen call for an Ombudsman. I'm sure Gary will be overjoyed at the very idea. I would like to suggest Curtis Gibson for the honor.

The Soviet conventional armed force is for occupation after the fact. They expect to be able to do it, even if crippled. Their choice is between living with us, them intact; or taking possibly heavy casualties to have a world free of Capitalist powers. Few Russians have ever flinched from accepting casualties for the Cause. Free men, thinking men, are appalled at the costs in lives, damage, and long term environmental impact; can you cite me some instances of similar Soviet actions? They believe they can survive a nuke war in tolerable shape. They believe Western society would collapse. They are probably right on both counts. Our safest asset is that the longer they wait, the less likely we are to respond at all.

Finally, I know that longer deadlines will only encourage forgetfulness/sloth/NMRs. However, I didn't think the evidence would start showing up with the first extended deadline issue! I won't argue with it though.

John

((See Gary's letter a bit later in this issue to see exactly what he thinks about calling an Ombudsman! A couple of weeks ago on the TODAY show, I saw an interview with an MD who had just returned from Russia with other MDs. They met with Soviet MDs and conducted a panel discussion on Russian TV about the horror and disaster a nuclear exchange would bring. Are you sure the Soviets are counting on a nuclear war for worldwide domination? I don't think so. Maybe they did at one time but not anymore. Re: the longer deadlines: only one NMR this time, John. Still convinced? Thanks for writing! - RB))

((RRR Con'd pg. 14))

THE GAMES!

1981D SUMMER 1908 Italian A Tya-r-OTB/NRR/

1981D FALL 1908 ALL PROPOSALS VETOED! GERMANS FLEX MUSCLES-ADD AUSTRIA, SERBIA, RUMANIA, AND VENICE TO GERMAN EMPIRE!!!

England (Arnawoodian): A MOS-Sev; A LVN-Mos; F NWG-H; F NTH-s-German A Bel;
F Eng-MID; F IRI-s-K F Eng-Mid; F Lon-ENG; A WAL-H;
F SPA(sc)-s-F Mar; F MAR-s-F Spa(sc); F ROM-H; F Ion-TUN.
France (Gray): A PIC-Bel; A BUR-s-A Pic-Bel.
Germany (Langley): A BEL-s-English A Wal-Pic/NSO/; A MUN-Bur; A Tya-VEN;
A Vie-TRI; A Tri-SER; A BUD-s-A Tri-Ser; A Ukr-RUM;
A GAL-s-A Ukr-Rum; A Sil-WAR.
Italy (Filbeck)* NMR! Has F LYO, F NAF, A PIE, A BRE - all H.
Turkey (Ethington): F BLA-s-A Sev; A SEV-s-F Bul(ec)-Rum; F BUL(ec)-Rum;
A Rum-Ser/a/; F Aeg-GRE; F Eas-AEG.

Winter 1908 AND Spring 1909 due August 20th, 1982. There are two draw proposals:

1) E-G-T & 2) E-T draws. Please vote with your next orders remembering "NVR"="yes" vote.

* Would Jim Bumpas, 1405 West 26th Ave., Eugene, OR 97405 please standby for Italy?

1981D 1908 Supply Center Chart

England- Home, Nwy, StP, Swe, Por, Spa, Tun, Nap, Mar, Mos,	(12)	0	
France- Par, ...	(1)	-1	
Germany- Home, Den, Hol, Bel, War, Vie, Tri, BUD, VEN, SER, RUM,	(13)	+4	(only room to build
Italy- Lon, Ven, Bld, StP, Aeg, BRE , BRE,	(1)	-3	2)
Turkey- Home, Bul, Sev, Rum, GRE , GRE,	(6)	+1	(one short)

1981D Prees-

ENGLAND-ITALY: What's the matter, jackass? Lose your country? Someday you should learn how to play DIP.

GERMANY-MAD TURK: Hang on, you won't need to order all those units much longer, help is on the way!

ENGLAND-GERMANY: Let's wipe out the 2 bit Dip player in Italy before we take a draw. I'll even consider letting the Turk in on it but nothing goes until Italy dies.

Formerly MM-15, now to be known as ...

1982CO SPRING 1901 CONFLICT BREAKS OUT IN BLACK SEA AS TURKISH & RUSSIAN VESSELS

EXCHANGE FIRE!!

Austria (McCloud): F Tri-ALB; A Bud-SER; A Vie-GAL.
England (Olsen): F Lon-NTH; F Edi-NWG; A Lpl-YOR.
France (Hugh): A Par-BUR; A MAR-s-A Par-Bur; F Bre-MID.
Germany (Swartz): F Kie-HOL; A Ber-KIE; A Mun-RUH.
Italy (Palter): A VEN-H; A Rom-APU; F Nap-ION.
Rusia (J.Beck): F SEV-Bla; A MOS-Sev; A War-UKR; F StP(sc)-BOT.
Turkey (Gorham): F ANK-Bla; A Smy-ARM; A Con-BUL.

Fall 1901 due August 20th, 1982.

1982CO Press-

CONSTANTINOPLE: The Moslem rule of the Devil has been overthrown and the Byzantium Empire re-established! All must submit to the Empire!

BERLIN: The hippie Kaiser wishes peace and love to all of his neighbors! Let's see, that is, "Peace and Love" isn't it? Or is it "Love a Piece"?

FRANCE-BAKERSFIELD: Ron - What the hell did you put me into? With names like McCloud, Olsen, Swartz, Palter, Beck, and Gorham, it sounds like a who's-who of DIPLOMACY! Why would you put an old, miserly corn-cobber like me into such a distinguished crowd like these gentlemen? I'll have that "Big One" sooner than expected, unless of course, someone does it first!! The "old" man's doing pretty good -- huh??

BAKERSFIELD-FRANCE: Gee, Bill, you're doing just great, really great! But this is only S'Oil! Let's see how you're faring in a couple of game years from now!

MUCH ADO ABOUT NOTHING #3a MURD'RING MINISTERS' supplement

Those of you involved in 1981AP will be receiving this issue immediately and the rest of you will see this in the next MM. MAAN is the minizine which carries the bad news of GMing corrections and other news both good and bad.

First, the corrected and accurate game result of FALL 1907 in 1981AP:

1981AP SUMMER 1907 Russia A Sev-r-MOS

1981AP FALL 1907 ENGLAND BECOMES MAJOR POWER WITH HELP FROM THE FROGS! ITALIAN EXPANSION CONTINUES!

England (Gray): F Nwg-NWY; A DEN-Swe; F KIE-H; F Eng-BEL; F NTH-s-F Eng-Bel; A YOR-H.

France (Gorham): F BAR-s-English F Nwg-Nwy; A Mun-Bur/d/-r-Ruh, Sil, OTB.

Italy (Williams): F PIC-Bel; A BUR-s-F Pic-Bel; A Bre-PAR; F Mid-IRI; F Spa(sc)-MID; A TYA-s-Russian A Boh-Mun; A VIE-s-A Bud; A BUD-s-A Tri-Ser; A Tri-SER; F ION-Eas; F TYS-Ion.

Russia (McCloud)*: A Ukr-MOS; A Moe-STP; A GAL-Rum; A Boh-MUN; A BER-Kie; F Nwy-Swe/d/-r-Ska, OTB.

Turkey (Haffey): A ARM-s-A Sev; A SEV-H; A BUL-Ser; A RUM-e-A Bul-Ser; F DLA-s-A Rum; F SMY-Eas; F GRE-H.

The deadline for Winter 1907 AND Spring 1908 remains unchanged (July 16, 1982) unless there are at least two requests for a separation of seasons.

1981AP 1907 Supply Center Chart

England- Home, Den, Hol, Kie, BEL, NWY.....	(8)+2
France- 7/17, 1/11	(0) 0 OUT
Italy- Home, Tun, Tri, Vie, Mar, Spa, Por, Bre, Par, SER, BUD....	(13)+2
Russia- StP, War, Moe, 3/11 , Swe, 1/11 , Ber.....	(5)-1
Turkey- Home, Bul, Gre, 3/11 , Rum, SEV.....	(7) 0

* I wish to thank Larry McCloud for quickly, efficiently, and politely reporting to me the error in the Russian orders as shown in MM #47. Larry had sent several sets of orders for this last turn (all his standby, calle etc.) and I had misfiled his latest dated set with another game. At his request I ran a check and found the orders, and thus, this issue of MUCH ADO ABOUT NOTHING. There weren't that many changes to the seasons results but I thought it'd be easier on everyone to see an amended and correct complete game report. Deadline is as above. - RB.

* * * * *

"Thue we play the fools with the time,
and the spirtits of the wise sit in the cloude and
mock us."

HENRY IV, PART II, II, ii, 155.

"Uneasy lies the head that wears a
crown."

HENRY IV, PART II, III, i, 31.

"These words are razors to my wounded
heart."

TITUS ANDRONICUS I, i, ~~III~~ 314.

"A little pot and soon hot."

THE TAMING OF THE SHREW IV, i, 6.

1981AP WINTER 1907

England- Builds F LON, F LPL

Italy- Builds F NAP, A VEN

Turkey- No Adj

Russia- F Nwy-r-SKA (GM Note: Russ. also owns Mun
not shown on last SC Chart
so he's even, not -1)

1981AP SPRING 1908 TURKS RECLAIM SERBIA AS RUSSKIES SIEZE KIEL AND DENMARK!

England (Gray): F Lpl-NAT; A YOR-Lpl; F Lon-ENG; F NTH-s-F Lon-Eng; F DEL-Pic;
F Kie-HOL; A Den-SWE; F NWY-s-A Den-Swe.

Italy (Williams): A Dur-RUH; A Par-DUR; F PIC-s-F Mid-Eng; F MID-Eng; F IRI-Lpl;
A TYA-H; A Ven-TRI; A DUD-s-Russian A Gal-Rum; A Ser-s-Russian
A Gal-Rum/a/; A VIE-Gal; F Tys-WES; F Ion-GRE; F Nap-ION.

Turkey (Haffey): F Gre-ALB; A Rum-SER; A BUL-s-A Rum-Ser; A Sev-RUM; F Bla-CON;
A Arm-SEV; F Smy-EAS.

Fall 1908 due August 20th, 1982. There are calls for concessions: 1) to England &
2) to Italy. Please vote with your next orders remembering 'NVR'='yes' vote.

1981AP Press-

ANKARA-ROME: You gained Serbia but you have lost this game. I pledge all my
support to England for the rest of this game. Italy and Turkey are at war regardless
of the cost to Turkey. Turkey cannot win, but neither will Italy if I can do anything
about it. Your silver tongue has turned black in your mouth. You have stabbed
Austria, France, Russia, and Turkey. Now, I propose a concession to England.

ANKARA-MOSCOW: I offered you peace last turn but you didn't even answer my letter.
Now you have lost three centers. Let's make peace and join the E/T alliance against
Italy. You will gain more fighting Italy with no enemies than you will being squeezed
between us.

BAKERSFIELD-ALL: I bet you are wondering what the Russian moves were! Here they
are:

Russia (McCloud): F Ska-DEN; A Der-KIE; A MUN-s-A Der-Kie; A STP-Nwy; A Mos-WAR;
A GAL-Bud.

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1980KZ SUMMER 1908 German A StP-r-LVN

1980KZ FALL 1908 ENGLAND UNDERGOES '08 REVIVAL AT GERMAN EXPENSE! GERMAN ARMY BOHEMIA
DESTROYED - NO SURVIVORS AS TURKS REFUSE TO TAKE PRISONERS!!

England (Kelly): F Nth-DEN; A KIE-s-F Nth-Den; F NWY-Swe; F Nwg-NTH; A STP-H.

France (Sperdakos): F SPA(sc)-Mar; F Eng-BEL.

Germany (Pearson): F Den-Kie/d/-r-Ska, Bal, Hel, OTB; F SWE-Den; A LVN-War; A Boh-Gal/a/;
A SIL-s-A Boh-Gal; A Par-DUR; A Bre-GAS.

Italy (Hugh): A MUN-s-Turkish A Vie-Boh; A Pie-MAR; F LYO-s-A Pie-Mar; A VEN-
prays for mercy-any mercy the Turk will give (H).

Turkey (Masters): A MOE-s-A War; A WAR-s-A Mos; A UKR-s-A Gal; A GAL-s-A Vie-Boh;
A TYA-s-A Vie-Boh; A Vie-BOH; A TRI-s-A Tya; A Con-DUL; A Arm-SEV;
F NAP-H; F Naf-MID; F Tys-WES; F Ion-TUN; F Aeg-Ion/NSU/;
F ADR-H (unordered).

Winter 1908 AND Spring 1909 is due August 20th, 1982.

1980KZ 1908 Supply Center Chart

England- Home, Nwy, Hol, DEN, STP, KIE.....	(8)	+3
France- Spa, Por, BEL.....	(3)	+1 (no home SC to build)
Germany- Kie, Mun, Der, Den, Swe, Par, Bre, Ska	(4)	-2
Italy- Nap, Rom, Ven, Mar, MUN	(4)	0
Turkey- Home, Dul, Rum, Sev, Mos, Gre, Ser, Bud, Tri, Vie, War, Tun, NAP.....	(15)	+1

1980KZ Press-

ITALY: Quote of the Year (comment: re-Ron Brown MM pg.6 iss.#47)

"Nothing in his life

Became him like leaving it; he died.

As one that had been studied in his death

To throw away the dearest thing he ow'd,

As 'twere a careless trifle"

(So true in my case!)

((80KZ Co'd next pg.))

1980KZ Press (Con'd)

"Is this a dagger which I see before me,
The handle toward my hand? Come let me clutch thee,
I have thee not, and yet I see thee still.
Art thou not, fatal vision, sensible to feeling as to
sight?

Or art thou but a dagger of the mind, a false
creation, proceeding from the heat-oppressed brain?"

(Please note that Jack as I know you have some compassion for this poor old Pope).
GERMANY-ITALY: Gee, it is so seldom that I get to see a real, live puppet in a
game. I thought such stupidity died with the dinosaur.

GERMANY-ENGLAND: I don't know what this Stephens character did to incur your
wrath, but please consider my moves as a peace offering. Unless you turn your attentions
to stopping Italy and Turkey from exiting the Med, you have ended the game. Consider
the position.

GERMANY-TURKEY: To quote your most recent letter to me -- "GO TO HELL."

* * * *

1981AY WINTER 1905 SEASONS SEPARATE AT PLAYERS' REQUEST!

Austria- Builds A BUD, F TRI

Germany- Builds A MUN, F BER

England- Builds F LON, F LPL

Russia- No Adj

France- No Adj

Turkey- Disbands F Mid, F NAF, F Lyo

((GM Note: Larry McCloud takes over now as the new Sultan. Spring 1906 due August 20th,
1982.))

1981AY Press-

FRANCE: Please note the French Embassy has relocated and is receiving mail at
PO Box 13043, Denver, CO 80201.

* * * *

1980IX FINAL STATS AND ENDGAME STATEMENTS

1980IX MURD'RING MINISTERS (Ron Brown). Austria: Scott Hanson (Out W'03); England:
Bill Schiwautz (Draw F'08); France: Jim Vaughan (Resigned F'05) Larry McCloud;
Germany: J.P. Kunstenoar (Resigned W'01) Steve Heinowski; Italy: Al Pearson (Draw F'08);
Russia: George Cunningham (Draw F'08); Turkey: Jim Gray (Out W'05).

	01	02	03	04	05	06	07	
A	5	3	0	X	X	X	X	
E	5	5	5	4	5	6	5	Draw F'08
F	4	5	5	6	6	6	7	
G	5	4	5	5	4	2	1	
I	4	5	7	7	8	9	9	Draw F'08
R	6	8	10	10	11	11	12	Draw F'08
T	4	4	2	2	0	X	X	

GM Comment - 1980IX was the ninth game
of DIPLOMACY began in MM. It had its
moments to be sure. The "invincible"
I/R alliance that developed in this game
was quite a love-hate relationship. It
seemed as if both Pearson's Italy and
Cunningham's Russia would've loved tearing
into one another. But both realized the
necessity of maintaining the alliance

and made it work. This was evidenced by Italy's press release late in the game
that went something to the effect of "If anyone ever deserved to be stabbed, George,
it's you!" I'm sure the feeling was mutual! Larry McCloud should be commended --
1) by the GM for taking over a 6 center France and doing an excellent job. I'm
convinced it was Larry's presence that kept I/R from sweeping Europe; and 2) by the
players for allowing the game to end in the 3 way E-I-R Draw. This game could have
had a few more interesting moments in it had it continued, or perhaps it would have
deteriorated into a stalemated position. Who knows for sure? Sincere congratulations
to Bill Schiwautz for 'sneaking' into a draw with only 5 centers! And of course,
congrats to George and Uncle Al the Novice's Fall!

((80IX Con'd next pg.))

1980IX ENDGAME STATEMENTS (Con'd)

RUSSIA - George Cunningham (Draw)

1980IX was my second gamestart, and one of the most enjoyable. I used my WATS line in the opening, and I thought I would get an easy win. When word came that I was being laid off, my level of interest in the game declined abruptly, and instead of playing for a win, I decided to content myself with less. I can't complain about finishing first in a three way draw. Many thanks to all of those who made 1980IX the game it was. I feel it was an honor to be able to play with Al Pearson, Bill Schiwautz, et. al. Larry McCloud played well as France, I respect his straight-forward, honest style (sorry it didn't work out!!)

P.S. - I've got a job with Nordico now (they make skiequipment) so that makes me a lot happier. One thing I've learned from playing DIPLOMACY is that we shouldn't take things for granted, like jobs and girlfriends. A win at DIPLOMACY just isn't as important to me anymore as things in the real world. I still plan to play, but I'm going to play for the fun of it now.

PFS. - You can sign me up for a standby slot.

P.P.P.S. - Do we get our NMR deposit back?? Did we give you one?? Many thanks for being a good GM.

((There was no NMR Deposit for this game, so sorry George, I can't give it back to you. Glad you enjoyed the game - RD))

ENGLAND - Bill Schiwautz (Draw)

It was quite a pleasant surprise to have Russia and Italy include me in what could have been a two way draw or a single win for either of them. My thanks to France for agreeing to it even though he should have been included.

From the beginning Russia and Italy dominated the arena dispatching Austria and Turkey. Their tempestuous liason apparently led to this draw. Playing England was depressing. Not only could I get England moving but excellent Russian meddling kept me, Germany, and France continuously at war and deeply distrustful of each other.

Finally a ray of hope burst forth when Larry McCloud took over the French position. Our units were entangled in each others territory but we were able to form a cohesive fighting force as if we were one country. We did very well with what we had and hoped we could cash in on a Russian/Italian war, Alas, it was not meant to be. My thanks again to Larry for his support and aggressive pursuit of an English/French alliance. To George, you were conniving and charming - an excellent diplomat.

ITALY - Al Pearson (Draw)

My first real game as Italy, and I am very pleased with the outcome. When the game started, I was going to support Austria against R/T, but Scott Hanson the Austrian player nominated me for the Nixon Award (which I won yet didn't deserve), and then he referred to it in the press. When Russia agreed to knock the props out from under Turkey if I would help blast Austria, I saw an opportunity to show Hanson I wasn't "just another pretty face."

George Cunningham as Russia and I divided up the Austrian and Turkish centers, and each hoped the other guy wouldn't attack him. There were a couple of rocky seasons. I felt that Russia was a little slow in giving me the center he owed me, and I wanted our centers redistributed so we both had better defensive positions. This led to a couple of probing attacks on both sides in the middle years.

In the final years of the game, Larry McCloud came in as the French player; Larry played a very competent game and almost talked me into attacking Russia. I just couldn't see how I could improve my final position by attacking Russia with Larry's France as strong as it was at my rear, so we continued our waltz around Iberia. I am personally very surprised the draw passed. Considering the French position, I would have wanted a part of the draw if I was him. I would have preferred (and fully expected to have) part of a two way draw, but Russia seemed to want to end the game as did the rest of the players I guess, based on the successful draw vote.

((Con'd next pg.))

1980IX ENDGAME STATEMENTS (Con'd)

My thanks to Mr. Cunningham for a solid performance as an ally, and to Larry McCloud as a worthy foe. And for Slime Heinowski as the standby German, tough tacos. And to Ron Brown as the CM, heartfelt thanks for an extremely well run game; it's only too bad you didn't get part of a draw in 1980AP.

((Al refers here to 1980AP (for Al Pearson?) a game he won recently as Russia because I believed him. He stabbed my Italy, his loyal ally for the win. Al's doing OK for himself. - RD))

* * * * *

A PERSONAL VIEW OF DIPLOMACY

by
Donald Sigwalt

((This article first appeared in HOOB AND MOUTH #14, April, 1981))

For my first article I thought I'd try a "how to" article. I, myself, enjoy reading articles on how to play individual countries, such as the one on Italy in CLAW & FANG #123 (("How To Play Italy" by Andy Weill)). Unfortunately, Turkey is the only country I feel I'm qualified to write about and I'd like to save that subject for a future issue. So right now I think I'll concentrate on those subjects that apply to all countries.

First of all, it is my opinion that a player should always play to win, that is, control 18 supply centers. To me, it is a sin to set a two way draw as the ultimate goal in a game of DIPLOMACY. I don't believe any player should ever willingly accept a 2 way (or any other) draw. And no player should ever play for second place - no matter how bad his/her position is.

Next, I'd like to say that it is not necessary to have allies to win a DIPLOMACY game. Only temporary allies are needed. Never form an unbreakable alliance with anyone. Remember, those other six players would take your supply centers if the opportunity arose and, if given a chance, you should take theirs, too. That's what the game is all about. You can't fight everyone at once and survive but eventually, if you are to win, you must stand alone and before it's over you might face every other Great Power on the battlefield. The trick is to take them one at a time and to be a lot stronger than they are when you meet.

In the beginning it takes 2, maybe 3 countries to destroy another country. So initially you'll want allies (only temporary, of course) and the more the merrier. But more importantly you'll need a plan of action. Before the game even starts you should have a good idea of who your first victim is to be and who is to help you subdue said victim. Of course, you can only make plans that are subject to change. Each game and each set of players is unique. Your initial diplomacy should be aimed at not only implementing your original plan but also at determining if that plan is indeed the best one for the particular game you're in. It could very well turn out that the country you want to ally with is headed by a player who turns out to be untrustworthy or simply incompetent. In such cases your intended victim could prove to be a better ally to you. But it takes time to find out what the other players are like so try not to commit yourself in the first game year. Keep your options open, don't let your defenses sink too low and don't antagonize the other players. Go for the neutrals and scout out your possibilities.

((Con'd next pg.))

* * * * *

"The web of our life is of a mingled
yarn, good and ill together."

ALL'S WELL THAT ENDS WELL IV, 111, 83.

A PERSONAL VIEW OF DIPLOMACY (Con'd)

OK, let's say you get through 1901 unscathed and you have determined that your original plan is feasible. The ground work has been laid during your original diplomacy so put your plan into action. But don't stop there. You've got to keep on your toes. While you're carving up Victim #1, an eye should be turned to finding Victim #2. Use the same procedure as for Victim #1. Get an idea of who you want next and how you want him. Then keep your options as wide open as possible while finding out if you can get what you want. Now, if you think you can get it, go for it - but if your goal seems out of reach, set another one. Never rest on your laurels! While you're devouring Victim #2 set up Victim #3, and so on till there ain't no victims left to be had. By then you'll be the winner.

All this takes a good deal of negotiating but that's why they named the game DIPLOMACY. A game should never boil down to just tactics until there are only 2 players left with empires. Even then there are probably some diplomatic avenues that can be explored. While there are 3 or more players left there are always, for the good diplomat, negotiating tricks that can be used to his advantage. Don't convince yourself that a game has slowed - keep active diplomatically throughout the game. Keep in constant contact with the other players as the game progresses. There is always something to write about. Don't ignore the possibilities of press releases. And in emergencies there's always Ma Bell to fall back on.

So now you're resolved to making plans ahead of time, keeping one step ahead of everyone else and doing a lot of negotiating. But how do you know which course of action is right for you? As I said before, each set of players is different and things are further complicated by the fact that each country has its own set of strategies and tactics. It really takes a great deal of intuition to know which player would make a good ally, but with practice your diplomatic skills can be honed and sharpened like the knife you will be stabbing with. There are a few points to keep in mind while negotiating: 1) It's not necessary to confine yourself to the absolute truth, but remember that out and out lies, when revealed for what they really are, cause other players to mistrust you. Pretty soon you'll have a bad reputation in that game (which could spread), and then when you need an ally, one might be difficult to find. So try to keep your lies to a minimum and your options at a maximum. 2) Remember you're not looking for a life long companion but a temporary ally. Of course your "ally" doesn't have to, and shouldn't, know that the alliance is only a temporary one until you're taking his empire apart piece by piece. 3) Always be on the alert. The player you are negotiating with is most likely not telling the absolute truth at all times and remember, if he's any good at what he's doing, he's trying to do the same thing to you that you're trying to do to him. 4) Don't dictate another player's moves to him. The most you should do is "suggest". 5) When you write to another player you must convince him that what you're writing is the truth. You have to do this whether you're lying or really telling the truth. The truth is no more believable than a lie.

I said before that each country has its own strategies and tactics, but generally, when you devise a plan of attack, keep the following in mind: 1) Think about the long term effects of your plan - a certain plan might get you a few fast centers but in the long run it may benefit another player more than you. 2) Try to develop a corner position - one where your rear is protected. Try not to overstretch your flanks. Don't try to expand everywhere at once. 3) Try to keep a balance between your land and sea power. You can't control Europe unless you control the land and the sea.

To sum up, it takes work to win a game of DIPLOMACY. It takes a great deal of letter writing and communication with the other players throughout the game. It also takes a lot of long and short term planning. And effective planning requires careful study of the board positions and movement possibilities. Also, a thorough knowledge of the rulebook is essential. But the single most important thing you need is a strong desire to win!

RRR (Con'd from pg. 6)

((from Don Ditter))

Ron,

Thanx for the plug -- on page 1 even -- I've had 5-6 volunteers to do EVERYTHING - some your subbers - Something should work out soon.

Take care,
Don

((I'm glad to hear you are getting some volunteers; make sure and let us know who ends up being the one to take over the publishing chores of E. I hope that I read the DN correctly for the new DIP game (MM-15) and that it is 82CQ not 82CD (what a yeacky DN Number that would be!); If it's not 82CQ please inform me so I can correct it. Thanks. - RB))

((from Gary Coughlan))

Dear Ron,

It's bad enough that you allow Bob Olsen to pollute MURD'RING MINISTERS with his incessant harping against me for these past two years (God! Has it been that long?!) but do you have to allow him to enter an MM DIPLOMACY game also?!

Not only does this unfairly give Mr. Olsen additional chances to besmirch my spotless reputation within this zine, but the amount of press that he will write will no doubt force your zine up to a higher mailing rate. Please reconsider what you are doing.

Bobby's suggestion of an ombudsman to settle our differences gets a firm "NO WAY HOSEA" from me! He well knows that everytime I go to an ambudsman, that they decide against me, often without even reading what I submitted in my behalf (known as the "Don Ditter Method"). So I will not let him win from an ombudsman what he has failed to win in the letter column of MURD'RING MINISTERS against me.

It really ticked me off that he magnified my faults, that I may have, to fully 1/4 of a page! He never points out any of my good features. He didn't tell you, for instance, that I have allied with him (he's Germany, I'm France) in a game and I gave him Belgium, did he? Not on your life!

Anyway, that's what you can expect from a man who would throw his pet parakeet named "Buddy" who had given him years of pleasure, into the trash can, when Buddy died. (I, on the other hand, bury all my pets, after they've died of course, in the back yard with pomp and ceremony). Bob Olsen is a despicable fiend and he'll have to fight this battle on his own with no help from an ombudsman. The South has spoken!

Sincerely,
Gary

((OK, sorry, Bob. Gary has vetoed the call for an ombudsman so you two will just have to continue to work out your disagreements here in the MM letter column, I suppose. So, Olsen is Germany to your France and got Belgium, huh? In our game together where I'm Germany and Bob is France is is demanding Belgium! (we've been grabbing it back and forth for years now!) Thanks for giving us your opinion in such an eloquent and well-mannered style, Gary. - RB))

((from Don Swartz))

Ron,

Glad to be back in the pages of MURD'RING MINISTERS! . . . By the way, how is your family doing? Better, I hope.

Don Swartz

((Yes, thank you Andy's really getting big and Corey is continuing to do just fine! Thanks for your concern. - RB))

((Con'd next pg.))

RRR (Con'd)

((from Steve Arnawoodian))

Dear Ron,

Enclosed is 1 postcard addressed to Scott Hanson. Scott needs your vote to dunk Kathy Byrne's head at ORIGINS. You see, Gary Coughlan has all the Europeans voting with Kathy to dunk Scott's head, so poor Scott is behind by some 10 votes. Can't you support Scott? Have any friends that can support Scott?

Scott is so nice it would be a shame if ol' K. Byrne puts his head in a bucket.

Sincerely,

Woody

((Sorry Steve (and Scott) but I've already sent Kathy a 'Soak Scott's Head' postcard and as I understand it, you only get one vote. Kathy threatened me with a terrible fate if I refused her: forcing me to read a list of all the dumb questions Gruesome Grabar has sent her over the years! Actually though, I'd like for them both to have their heads dunked! (Ha!) - RB))

((from Jim Gray))

Dear Ron,

I'm currently on vacation in Canada ((Jim's family own their own island in the Great White North! Must be rough, huh?!)) and I'm really lucky I got the adjusted results before I left. It's really time consuming for mail to get forwarded up here. So much, in fact, that I doubt if I could have gotten the results and made an adjustment before the deadline. I really don't know how Canadians can stand their postal service, especially when a first class stamp costs 35¢.

Well, I finally graduated from Ohio State! Even though it was only four years, it seemed like forever. Unfortunately, (not really!), I have three more years at law school to look forward to!

For other graduates, though, the job picture in the Ohio area is bleak. The recession has, as I'm sure you know, hit the automobile industry very hard. This has impacted in all areas, except possibly highly technical fields such as computer science, engineering, and medical support areas (Nursing, etc.). Industries are just adopting a "wait and see" attitude, and as a result are not hiring and more than needed to compensate for natural attrition, and sometimes not even that!

Even with the economy in recession, I still think that the administrations' program is fundamentally sound, as long as it is consistent. The problem has in the past been that when an administration starts to fight, say, inflation, they do it until the program starts to create unacceptable unemployment. They then change things around to fight unemployment and, as a result, neither problem gets solved! As long as Reagan is consistent, both problems at least will have a chance to solve themselves!

I've gone on much too long about boring things like the economy. I really enjoyed the article on the different categories of press. I've often wondered what the distinctions were, and I've never found a better explanation.

Well, I'd best be going. All I've been doing is fishing, windsurfing, and sleeping. It really has the makeup of a summer that is criminal to end. I hope you have as great a time as I will. Take care.

Jim Gray

((Well, I've got to admit that it sounds as if you will be having a more exciting summer than I will. I really enjoy the summers (obviously since I teach school, right?) but this year we're too poor to try and do anything very extravagant for a vacation. I'd like to attend ORIGINS, for example and get to meet some of you crazy easterners but the financial situation strictly forbids it! Anyway, thanks for writing and sharing your views on stuff. - RB))

RRR (Con'd)

((from Ron Brown))

Dear Ron,

It sure is fun quitting teaching. If I had known it was going to be like this, I'd've quit more often. Well, next issue of SNAFU will probably be full of fond farewells to the teaching world, etc. Guess that means I don't have to spell so good no more, eh?

Re: your response to Michalski in NM #47: I'm glad someone south of the border realizes the Russians aren't a bunch of crazed lunatics just waiting for a chance to nuke the U.S.A., though I wonder if that isn't how your dearly, etc president sees it. Still, what do we need the military for, nuclear or otherwise? Seems if everyone would mind his own business and forget all this jingoistic nationalism we wouldn't need people whose job is to kill. But then, I suppose that's a lot of idle dreaming at the moment. And seeing as the generals aren't about to take off to other planets I guess we humans will have to move instead if we hope to have a spark of intelligence kept alive in this universe. I'm a little old for resettling in a space station, but if the kids want to go, they have my blessing.

Enough. What I really want to write for was to ask when the tough quiz is coming and what do I win? (That's what everyone who answers my quizzes asks, so I figure it's a ritual.)

1. Paul Muad'dib's real name is Paul Atreides, though I guess that's not a real name either, as he's a fictional character in one of the boringest books I've ever read: Dune, etc.

2. The monument which made Charlton Heston famous is the Statue of Liberty. I didn't know it did all those other things.

3. Stanley Kubrick produced, directed, and partially wrote 2001: A Space Odyssey. I've seen that one about a dozen times.

4. Olaf Stapledon wrote The Star Maker. A lot of people might be surprised to discover "galactic histories" predate the "Foundation" series.

5. VM Smith, a true blue hippy if ever there was one, was the main attraction in Robert A. Heinlein's Stranger In A Strange Land. Asking that of one who survived the 60's is like asking a Baptist minister from Georgia who starred in the New Testament.

Keep up the good fight! (Dippydom needs at least one English teacher.)

Best wishes,

Ron

((Thanks for writing. You're leaving the teaching ranks? I'll be looking forward to the next SNAFU to read about your reasons for your decision. What are you going to be doing instead? I echo your thoughts about war; it's too bad that people can't live together and live happily ever after but that's just not the way it is. All your answers to the quiz are correct, of course. Larry McCloud also answered all of them correctly as I believe did Dave Carter. OK, so you want a tough quiz? I'll try. See the SF Quiz (the real thing, that is) this issue for the answers to your questions. Take care. - RB))

"Words pay no debts."

TROILUS AND CRESSIDA III, II, 56.

"Now cracks a noble heart. Good night,
sweet prince,
And flights of angels sing thee to thy
rest."

HAMLET V, II, 373.

THE REAL SF TRIVIA QUIZ

Since there was a fair response to the little mini-quiz I ran last time (see the RRR for the responses) I've decided to take the plunge and give youse guys a real quiz on science fiction. The last one was very, very easy and was just to test the reaction of people and to prepare you for this, the real thing! So, if you anre a fan of science fiction, let's see you tackle these! Whoever answers the most ~~xxx~~ correctly will receive a 5 issue extension to their subs, or in case the winner receives MM as a trade, then you may "give" your 5 issues to whomever you want. Here goes . . .

1) The existence of science fiction magazines is vital to the field. Although the "pulp" were mainly an American phenomenon such magazines first appeared in what nation?

2) What was the name of the first all-sf American magazine?

3) Who was the publisher of #2 above? _____

4) When did BUCK ROGERS make his radio debut? _____

5) In the film THE DAY THE EARTH STOOD STILL, directed by Robert Wise, actor Michael Rennie summarizes mankind's choice at the end of the film by stating:

(QUOTE)

6) Everybody knows that the creator of STAR WARS is George Lucas. Name his first film:

7) In what short story by Ray Bradbury does his time traveller kill a butterfly which changes his own future world?

8) In what work did "robots" first appear? _____
What country is the author from? His name?

9) The story, "Hans Pfaall" by Edgar Allan Poe deals with a voyage to _____

10) Name the number of Hugo Awards Robert Heinlein has received in the category, "Best Novel"?

* * * * *

The first answers I get with the most correct will win the 5 issue extention. Any-
one care to try?

ZINE REVIEW

by

Ron Brown

I have been intending to continue with the ZR I began back in January in MM/43 but just haven't had the room or time for it until now. And what better time than to present a complete review of all the zines I've seen enough of to be able to, what with the advent of the LEADER POLL results coming out soon in DIPLOMACY WORLD. Last time I only reviewed four zines, so I'm going to update them and include them here too so it'll be a one-shot deal. The opinions which follow are only of the editor and no one else. My rating system will be: * = Poor, Lousy, Stinky; ** = Not a bad zine but has a flaw somewhere (i.e. - poor print quality, erratic schedule, Gming competency, etc.); *** = Solid, dependable zine, About Hobby average; **** = Superior zine has many things going for it; ***** = Excellent, fantastic zine you should subscribe to at any cost. In alphabetical order this time, let's start with . . .

BUSHWACKER - Published by Fred Davis Jr., 1427 Clairidge Rd., Baltimore, MD 21207.
Sub rate: 12/\$3.50.

Fred Davis has been publishing BW since 1972 which makes it one of the longest continually running zines in the country. Fred needs no introduction as he is well recognized as one of the leading authorities on DIP Variants. Indeed, it is the emphasis on variants which makes BW distinctive as only Variants are GMed within its pages. Definitely one of the most reliable zines being published today, I hope Fred publishes for another decade. Rating - ***. Also, a very good source for Hobby news, DIPCON events, etc. Keep it up.

COAT OF ARMS - Steve Arnawoodian/Tom Mainardi, 602 Hemlock Cr., Lansdale, PA 17446.
Sub rate: 12/\$6.00.

COA is a zine of subzines featuring such varied productions as "Diplomatic Immunity" by Steve Arnawoodian, "Bersaglieri" by Tom Mainardi, "Magus" by Steve Langley, and "Expletive Deleted" by Tom Swider. What this zine has as its strong point is its variety. You hear several different points of view on things of concern to the postal DIP Hobby and about quite a variety of different things as well. The different styles of all its editors mix well together and the effect, rather than one of chaos as you might expect, is instead a harmonious blend of different viewpoints. Some of the humor is a little gross at times but at times is very funny. If you'd like to get a zine that is really several small zines combined together, then COA is definitely worth a look. Rate it at ****.

DIPLOMACY DIGEST - Mark Berch, 492 Naylor Pl., Alexandria, VA 22304.
Sub rate: 10/\$3.50.

Mark publishes one of the most unique zines in the hobby. DD has no games within its pages as it is devoted exclusively to articles about various aspects of the hobby and the game of DIPLOMACY. These articles are for the most part reprints from the past (sometimes the distant past) of the postal hobby and are usually grouped into theme issues. Mark also has a regular column, "The Zine Column" where he discusses current goings-on in DIP zines. DD is one of the best bargains in the hobby if you enjoy reading articles about the game. DD is also important because it keeps its readers in contact with the hobby's past as well as its present. This is a zine which every serious student of the game should sub to. Rate it - ****.

DIPLOMACY WORLD - Rod Walker, "Alcala", 1273 Crest Dr., Encinitas, CA 92024.
Sub rate: 4/\$8.00.

One of the best things to happen to DW was its being placed in the capable hands of its publisher, Rod Walker. Rod has put together the last three issues of DW, and it's been awhile since it has been done so well. DW is in a bit of controversy right now as to whether it truly deserves the right to claim to be "the flagship zine of the hobby". But whether or not you agree with this assertion you will certainly find

((Con'd next pg.))

ZINE REVIEW (Con'd)

DIPLOMACY WORLD IS very worthwhile reading. A variety of articles, cartoons, editorials, news, ads, a Demo Game, letters, and other features make DW one of the most "required-reading" zines around. You really should be getting this one if you are not already. Rate DW at *****.

ENVOY - Roy Herricks, 128 Deerfield Dr., Pittsburgh, PA 15235.

Sub rate: 1/8¢/pg. plus postage. (You figure it out!)

ENVOY is a warehouse zine - a zine that publishes game results primarily and little else. Roy usually shares a few hobby news items within its pages also, room allowing. This zine features more games running in its pages than you can imagine! And not just DIPLOMACY either. Roy offers openings in KINGMAKER, MAGIC REALM, RAIL BARON, THE CRUSADES, MACHIAVELLI, SAMURAI, and others to numerous to mention. The strong point of this zine rests primarily in that there are always openings available in just about any postal wargame you'd care to try. The print quality is very good, too, featuring photoreduction and offset printing. It's one negative trait is linked directly to its biggest drawing feature, however. I suspect its primarily because of the large number of games being adjudicated that E is frequently late arriving. The last issue's deadline was June 24, for example and as this date (7/16) has not arrived yet. An otherwise excellent publication, its frequent tardies give it a rating of - ***.

EUROPA EXPRESS - Gary Coughlan, 4614 Martha Cole Lane, Memphis, TN 38118.

Sub rate: 10/\$6.00.

This is a truly international zine. Gary has exerted considerable effort, and met with considerable success, at attracting a large number of European hobbyists to the pages of EE. This is perhaps its most outstanding feature and certainly one that makes it a unique zine. But there are other qualities about it which make EE a superior zine. Gary is one of the pioneers in using maps to show the positions of units in games he's GMing. Gary keeps all his readers informed of all the latest hobby news and in general, just does an outstanding job covering nearly every aspect of the hobby - from polls, to personality pieces, and he even has a neat little feature where he publishes pictures of various folks and has everyone try and guess who they are. Gary brings a an aura of "Southern hospitality" into his zine that makes every issue a joy to read. Rate this one at - *****. You should get this one.

GIVE ME A WEAPON - Konrad Baumeister, PO Box 6050 Henle Village, Georgetown University, Washington, DC 20057.

Sub rate: 10/\$4.00.

Konrad is a long remember of the postal DIP hobby even though he's still just a kid! (Just kidding ((pun)) Konrad), This "kid" is into his second postal DIPLOMACY publication having put out the very enjoyable EGGNOG (over 54 issues of it!). GMAW continues the Baumeister tradition of emphasizing rock music reviews and comments and being a very personable, "chatty" kind of zine. Always something interesting, and frequently off the wall, to read within its pages. The only bad thing is the pubbing schedule has been a bit erratic since the access to free xeroxing was lost although there have been no serious delays. GIVE ME A WEAPON says "Give me a rating" - ***.

817 12 Ave #202

IRKSOME! - Scott Hanson, 7011/118th/4th. SE, Minneapolis, MN 55414.

Sub rate: 10/\$4.00. 55¢/issue.

This onetime subzine to the BRUTUS BULLETIN has now reached the "established zine" stage and has matured into a very fine publication. IRKSOME! usually arrives as a digest sized, photo reduced zine although occasionally it comes in open page style (like MM). IRK also is the usual home for John Michalski's "Mos Eisley Spaceport", one of the best subzine going. It's interesting that publisher and subzine editor have exchanged places here! It also houses a subzine called "Benzene" by Mark Lew, the 1st of the DIPLOMACY hobby. Pretty good zine and should get better. Rate IRKSOME at - ***.

((Con'd next pg.))

ZINE REVIEW (Con'd)

JUST AMONG FRIENDS - Al Pearson, Box 898, Charles Town, WV 25414.
Sub rate: 70¢/issue or \$8.40/yr.

Al Pearson is a heck of a guy and he publishes a zine whose regularity I envy. Al's policy is to set his deadlines for his games on the last Wednesday of the month. If the zine isn't postmarked on or before the Tuesday after, Al will give the issue to all subscribers free. So far "Uncle Al the Novice's Pal" AKA "Liar Al" AKA "Hoss" publisher of JAF has not given away a single freebie for 23 straight issues! Reliability and punctuality are big pluses for any zine. JAF features humor, satire, character assassinations (joking), a cartoon series labeled "Personal Glimpses At Famous Diplomacy Players" which is always amusing, and other features. JAF is one of the best zines for playing a game. Rate it at - ****½.

LIBERTERREAN - Jim Dumpas, 1405 West 26th Ave., Eugene, OR 97405.

Sub rate: 10/\$5.00.

LIBERTERREAN was the very first zine I subscribed to and my very first game was in its pages, so it will always be a special zine for me. Jim has been producing the LIB since 1973 and has published over 175 issues! LIB specializes in fast games. Jim runs all games on 2 week deadlines which really keeps them moving right along. For those interested in the game results only and who desire a fast game, the warehousey LIB would do nicely. Give it a rating of - ***.

LONE STAR DIPLOMAT - R. Michael Conner, 1500-D Ashwood Rd., Austin, TX 78722.

Sub rate: 10/\$6.50.

LSD is undoubtedly one of the prettiest zines around today. Mike uses a very advanced word processor printing method that makes the graphics inherent in each issue the envy of this publisher. Mike makes sure that nearly every issue is packed full of interesting reading and the GMing seems to be very well done. This is another very reliable and punctual zine. The reproduction is excellent and very professional. A classy zine. Rate it - ****.

RETALIATION - 7400 Columbia Ave #4, College Park, MD 20740.

Sub rate: \$1.00/issue unless you can talk him into 50¢/issue.

Dick Martin's zine has been long known as a fun zine where you could be sure to find games with prodigious amounts of press. In its heyday, RET was the premier press zine in the hobby. Unfortunately, RETALIATION has fallen on hard times recently. Since Nov. 7, only three issues have been published and the last one was dated 4/25. Dick can still put a good zine together . . . if he has the time to. If you want to play in a very relaxed, laid-back type atmosphere, then RET will appeal to you. It's past has been glorious but its future is in doubt. Rate it - **.

SAINT GEORGE AND THE DRAGON - Bob Sergeant, 3242 Lupine Dr., Indianapolis, IN 46224.

Sub rate: 10/\$5.50.

Bob is one of the premier GMs in the hobby today and one of the most dependable having just published his 77th issue. St.G&TD is monthly, photoreduced, and digest sized. The zine is basically a warehouse zine specializing in the well-run game, although there is always at least one article to read as well. I hope Bob plans on continuing his fine zine for a long time to come so I will get a chance to play in StG one of these days. Rate it - ***.

TACKY - Lu Henry, 6056 Waverly, Dearborn Heights, MI 48127.

Sub rate: 30-47¢/issue.

I have just recently begun trading with Lu for TACKY so I can't give a fair evaluation based upon reliability. I'll concentrate on the contents instead. Lu's zine is somewhat reminiscent of ENVOY. The emphasis is on a lot of choice and variety of games available. The printing is clear and it is digest sized. A good zine for MACHIAVELLI, A MIGHTY FORTRESS, WOODEN SHIPS, and many others. Rate it a - ****.

((Con'd))

ZINE REVIEW (Con'd)

THE VOICE OF DOOM - Bruce Linsey 24A Quarry Dr., Albany, NY 12205.
Sub rate: 20/\$11.00.

Brux has relented to popular demand and returned to his former practice of publishing large issues full of reading material and only charging for a single issue. VD ranks as one of the very best when Bruce is able to maintain this level of production. Not one to shy away from controversial hobby stands, (this may rank as one of the biggest understatements of the year!), Bruxie usually is creating a stir one way or another. VD offers excellent repro on open faced pages. The last ten issues of DOOM have definitely ranked at **** $\frac{1}{2}$.

WHITESTONIA - John Caruso, 160-02 43rd Ave. 2nd Floor, Flushing, NY 11358.
Sub rate: 10/\$5.00.

W always advertises itself as a "Fun zine", and there is no doubt that John advertises truthfully. Featured is "Kathy's Korner", "the hobby's best subzine", done by Bloodsucker herself. WHITESTONIA places the emphasis on fun. Serious topics from time to time find themselves on these pages but more often not. W uses a digest format with reduced type. W is the home of the Annual DIPLOMACY Players Poll held every year (naturally) by John. This is a good zine to have come your way. Rate W - ****.

WINSOME-LOSESOME - Judy Winsome, 749 21st Ave Apt. 3, San Francisco, CA 94121.
Sub rate: 1/40¢ (\$5 sub requested).

Judy's zine is fairly new on the postal scene but already is settling down into a very comfortable format. Many people in the hobby suspect that Judy is a pseudonym for a male publisher. I'm of the opinion she is who she claims to be . . . although I must admit I'm not absolutely certain. WINSOME-LOSESOME has some interesting thought-provoking reading included while at the same time it contains raunchy jokes of the kind that most of us enjoy. It will be interesting to watch this one continue to "grow up". Rate it - ***.

Canadian Zines-

SLEEPLESS KNIGHTS - David Carter, 118 Horsham Ave., Willowdale, Ontario, CANADA M2N 1Z9.
Sub rate: 50¢/1 issue.

SK is a neat little zine. It is on the small size, usually about 8 pages per issue but it always has a lot inside. Humor, jokes, hobby news, science fiction quizzes, and well run games come inside each issue. The most negative thing about it from a player's point of view (one who lives in the old US of A that is) is the fact that as with all Canadian zines, you have to contend with the Canadian post office - their slow delivery service and their frequent strikes. But that's not Dave's fault and SK is a welcome addition to anyone's repertoire of DIP zines. Give it a rating of - ***.

SNAFU! - Ronald J. Brown, RR#1, Low, Quebec CANADA J0X 2C0.
Sub rate: 10/\$8.00.

Although I don't get all the Canadian zines being currently published, I'd be very surprised if SNAFU! wasn't the cream of the crop. Printed photo-reduced offset and digest sized, S offers excellent repro. The last couple of issues have even had pictures of very clear and neat appearance. There is always hobby news, particularly that pertaining to the Canadian hobby as Ron is coordinator of the Canadian Diplomacy Organization (CDO). There are quite a few games running in its pages currently and Ron looks like an excellent GM. Rate SNAFU! - **** $\frac{1}{2}$.

NOTES ON THE HOBBY
by
Mrs. Main Minister

((The following is an open letter from my wife Char to the DIPLOMACY hobby; her observations, impressions, and view of the hobby from a normal person's point of view. - RB))

We get letters - "What does your wife think about your involvement in the DIP hobby, Ron?" "How does she handle the late night typing, the hours away from the family, the DIPLOMACY boards and pieces scattered throughout the house, in babies' mouths, buried in strategic places by the dog?" Well, in a rare printed appearance you will hear it from the proverbial horse's mouth:

As a whole, the DIPLOMACY hobby is a wonderful outlet for Ron (As Dave Grabar so graciously put it to me - "Hey, it's better than chasing women." I wondered a little about Dave at that point, but accepted his statement with appreciation.

I must admit I get a bit impatient when I don't see my husband for approximately five days while he's adjudicating, typing, and generally jerking off in his study. But there are those moments that make it all worthwhile. Those memorable, albeit bittersweet occasions when I really realize how much the hobby means to Ron:

Like the weekend Ron told me he was hosting a FTF Game at our house Saturday and the guys started showing up at 5:00 Friday evening. They started playing immediately and continued until late Sunday night, abstaining from food, sleep, bathing, and all nuptial relationships. (There was one other DIPwife here - she seemed a bit dazed the whole time.)

Like the night Dave Grabar called us and told us he and his family were in town and could they spend the night with us. They were there in 30 minutes. We slept at my in-laws.

Like the night Ron gave comfort to Brux Linsey who was sure Jack Masters had hired some hitman to do him in. Lord . . .

Or when dear Gary Coughlan called, drunk as a skunk, because some other mean, rotten DIP player hurt his feelings. I'm glad we didn't pay for that call. (Just a note - Gary's all right- he's the only one of you Ringling Bros. Rejects who sent us a card when our babies were born or at Christmas. Not that I care to hear from anyone - our postman has already threatened to send us the Doctor bill he has accrued for his ailing back due to the heavy load of mail we get - never for me I might add. But it's nice to have one sensitive person in the bunch - I would trust Gary with my husband's life.)

I could go on - Like the (many) times I've taken orders on the phone and they were lost or eaten by a baby and then I get a call from an irate player calling me an ignorant slut. Well, EXXXX-CCUUUUUUSSSE ME! However, I suppose I've incriminated enough people that I will sleep easy tonight - Although it won't be with Ron. He still has to type this article and run off the zine.

Regards,
Char "Mrs. MM" Brown

"Who wears his wit in his belly, and
his guts in his head."

TROILUS AND CRESSIDA II, 1, 78.

"To the noble mind
Rich gifts wax poor when givers prove
unkind."

HAMLET III, 1, 100.

"My imaginations are as foul
As Vulcan's stithy."

HAMLET III, 11, 88.

SUICIDE

((This article first appeared in Bill LaFosse's TORONTO TELEGRAM #6, Aug. '79))

Face it. You are going to lose sometime but why do something foolish over a NMR or a back-stab. I guess no matter what I say, some of you are going to do it anyway but perhaps you will have enough consideration to take into account the following items and have some thought for the guys who have to clean up after you.

DON'T:

- use a shotgun (Have you ever seen a runny brain?)
- jump in front of subways
- hang yourself in places you won't be found for a long time (6 ft. necks gross me out)
- do things that cut your body up
- jump from high places

DO:

- use poison
- drug (legal) overdose
- drug (illegal) overdose

Whatever you do, don't cut your throat or commit hari-kari!

I hope the following ideas help you out in your final moments. Why not keep a copy in your wallet in case of that quick suicide decision?

DYING

We are all going to do it, so when you do, show some class. Be remembered as a guy who cares. Read and observe the following:

- 1) Die during working hours 8-4; all of the required government people are at work and don't have to be tracked down.
- 2) Try to go in a well lit place. No one likes finding bodies in the dark.
- 3) Find a place where you will be found fast; maggots in the hair don't remove easily and the smell doesn't do much for anybody.
- 4) Do not die near small kids. You don't know what they will do: be scared, indifferent, or poke you several times to see if you're faking. It can also be traumatic for them.
- 5) Have a bowel movement and urinate before you go -- we don't need those kinds of gifts.
- 6) Close your eyes, who needs the shivers.
- 7) Remove rings and jewelry; I don't want to touch you to take them off.
- 8) Die naked. We have to strip you anyway.
- 9) Die near relatives so we avoid property hassles.
- 10) Try to go while lying down. Remember you get stiff.
- 11) If you die in a hospital they treat the body with respect and I don't have to deal with you, so die in a hospital.
- 12) Always keep I.D. handy.

Your consideration is appreciated. This has been another in the TT "how to" series!

((Bill LaFosse, the author the above, was a policeman which explains his "point of view" on the subject. Bill was interesting . . . - RB))

GAME OPENINGS

REGULAR DIPLOMACY (MM-16) - Openings still available in this game. Three signed up so far. This one will begin as soon as seven are signed up and PAID. Fee: \$6.00 for the game fee. A \$3.00 refundable NMR Deposit is also required, and you must maintain your subscription to MM.

MURD'RING MINISTERS STANDBY
LIST

DIPLOMACY - Larry McCloud, Dan Gorham, Jim Gray, Al Pearson, Jim Bumpas, and Ron Kelly. Standbys are always needed. If you would like this painless way of increasing your DIPLOMACY experience without straining your pocketbook, getting on the standby list may be just what you need! Let me know if anyone wants on or off. Thanks, folks!

WRAP-UP

I guess that's it for now. Hope you enjoyed this little "extra-sized" double issue. Next issue is MM's Big Number 50th issue. It will probably be a big one too featuring mostly reprints from the past - sort of a "Best of" issue. I hope you will like it (I think you will). After that one though I'll be back into the swing of things on the football field so you can expect the MMs that appear from MM#51 through to about Thanksgiving to be pretty warehousy. In fact, I won't promise anything but game results during that time; but then it'll pick up again. Well, wish I was with Al right now wherever he is; so I might as well close with something reminiscent of him, so, "Adios, and huevos rancheros to you!" Bye!

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Bed
Ron*

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MURD'RING MINISTERS
Ron Brown
1528 El Sereno Pl.
Bakersfield, CA 93304

FIRST CLASS
POSTAGE

FIRST CLASS POSTAGE



*Rod Walker
1273 Crest Dr.
Encinitas, CA 92024*